E-Sports Arena Management and Operational Excellence Training Course



13 - 17 Dec 2026

Manama

4400 € (Per Person)

Ref: #EL9974_224673

Course Introduction / Overview:

The global e-sports industry has transcended niche entertainment to become a mainstream cultural and economic powerhouse, demanding a new generation of skilled professionals to manage its complex infrastructure. This course provides a comprehensive roadmap to achieving operational excellence in the dynamic world of e-sports arena management. We delve into the entire e-sports ecosystem, from facility design and technology integration to event execution and sustainable revenue generation. Participants will explore the critical success factors that differentiate a mere gaming venue from a world-class e-sports destination. Drawing on insights from academic pioneers in the field, such as T.L. Taylor, author of "Raising the Stakes: E-Sports and the Professionalization of Computer Gaming", this program bridges theoretical knowledge with practical application. BIG BEN Training Center has designed this curriculum to equip you with the strategic foresight and tactical skills needed to navigate the challenges of e-sports event logistics, fan engagement, and sponsorship activation. This is not just about running events; it's about building a profitable and enduring business at the heart of the competitive gaming revolution, ensuring every aspect of the venue contributes to an unforgettable fan experience and robust commercial success.

Target Audience / This training course is suitable for:

- Venue Managers and Directors.
- E-sports Event Planners and Coordinators.
- Operations Managers in the entertainment and hospitality sectors.
- Aspiring E-sports Entrepreneurs and Business Owners.
- Marketing and Sponsorship Professionals.
- Facilities and Technology Managers.
- Community Managers for gaming organizations.
- Investors and consultants exploring the e-sports market.

Target Sectors and Industries:

- Entertainment and Live Events.
- Hospitality and Tourism.
- Sports Management and Promotion.
- Real Estate and Venue Development.
- Media and Broadcasting.
- Information Technology and Telecommunications.
- Governmental bodies, including tourism boards and youth and sports ministries.

Target Organizations Departments:

- Operations and Facility Management.
- Events and Programming.
- Marketing and Public Relations.
- Business Development and Sales.
- Sponsorship and Partnerships.
- Finance and Administration.
- Guest Services and Fan Experience.
- Information Technology (IT).

Course Offerings:

By the end of this course, the participants will have able to:

- Develop a comprehensive business plan for a new or existing e-sports arena.
- Design and manage the technological infrastructure required for professional e-sports events.
- Master the complete lifecycle of e-sports tournament planning, from concept to execution.
- Implement effective strategies for staffing, training, and managing venue personnel.
- Create and activate multi-faceted revenue streams including ticketing, merchandise, and F&B.
- Secure and manage lucrative sponsorship and partnership deals.
- Cultivate a vibrant community and enhance the overall fan experience.
- Develop robust risk management and crisis communication plans for live events.
- Analyze market trends to ensure long-term strategic growth and venue sustainability.

Course Methodology:

The training methodology at BIG BEN Training Center is designed to be immersive, interactive, and directly applicable to the professional challenges of the e-sports industry. We move beyond traditional lectures to foster a dynamic learning environment where participants actively engage with the material. The course is built upon a foundation of real-world case studies, analyzing the successes and failures of prominent e-sports arenas globally. Participants will work in collaborative teams on practical projects, such as developing a mock tournament proposal or designing a fan engagement strategy, which encourages peer-to-peer learning and problem-solving. Interactive workshops and facilitated group discussions will explore complex topics like sponsorship negotiation and crisis management. The program incorporates simulation exercises that challenge participants to make critical operational decisions under pressure. Our expert instructors provide continuous feedback and mentorship, ensuring that theoretical concepts are translated into tangible skills. This hands-on approach guarantees that participants leave not just with knowledge, but with the confidence and competence to implement operational excellence in their own professional contexts.

Course Agenda (Course Units):

Unit One: The E-Sports Ecosystem and Venue Fundamentals

- Introduction to the Global E-sports Industry.
- Understanding the E-sports Ecosystem: Publishers, Leagues, Teams, and Fans.
- Types of E-sports Venues: From LAN Centers to Dedicated Arenas.
- Key Stakeholder Analysis and Management.
- The Legal and Regulatory Landscape of E-sports.
- Market Research and Feasibility Studies for New Venues.
- Defining Your Venue's Unique Value Proposition and Brand Identity.

Unit Two: Arena Operations and Technology Management

- Core Principles of E-sports Facility Management.
- Designing for the Player and Spectator Experience.
- IT and Broadcast Infrastructure: Networks, Servers, and Production Equipment.
- Managing Audio-Visual and Lighting Systems for Maximum Impact.
- Staffing Models: Roles, Responsibilities, and Training Programs.
- Health, Safety, and Security Protocols for E-sports Venues.
- Implementing Sustainable and Green Operations.

Unit Three: E-Sports Event and Tournament Management

- The Anatomy of an E-sports Tournament.
- Project Management for Live Events: Planning and Scoping.
- Logistics Management: Equipment, Staging, and Travel.
- Tournament Formats and Bracketing Software.
- Managing Players, Teams, and Talent.
- Rules, Adjudication, and Competitive Integrity.
- Post-Event Analysis and Reporting for Continuous Improvement.

Unit Four: Commercialization and Revenue Generation

- Developing a Diversified Revenue Strategy.
- Ticketing Models and Audience Segmentation.
- Sponsorship and Partnership Acquisition and Activation.
- Merchandising and Licensing Opportunities.
- Food and Beverage (F&B) Strategy for Gaming Audiences.
- Leveraging Digital Content and Streaming for Monetization.
- Exploring Ancillary Revenue Streams like Corporate Events and Training Camps.

Unit Five: Fan Engagement, Marketing, and Future Growth

- Building and Nurturing a Local and Global Community.
- Digital Marketing Strategies: Social Media, Content, and Influencers.
- Public Relations and Media Management for E-sports Events.
- Data Analytics for Understanding and Enhancing the Fan Experience.
- Crisis Management and Communication Planning.
- Future Trends: VR/AR Integration, Cloud Gaming, and New Technologies.
- Developing a Strategic Roadmap for Long-Term Venue Success.

FAQ:

Qualifications required for registering to this course?

There are no requirements.

How long is each daily session, and what is the total number of training hours for the course?

This training course spans five days, with daily sessions ranging between 4 to 5 hours, including breaks and interactive activities, bringing the total duration to 20 - 25 training hours.

Something to think about:

As e-sports venues become more integrated with traditional entertainment, how can managers balance the core gaming culture with broader commercial appeal without alienating the dedicated fanbase?

What unique qualities does this course offer compared to other courses?

This course distinguishes itself by offering a holistic, 360-degree perspective on e-sports arena management, moving far beyond the tactical execution of events. While other programs may focus narrowly on tournament logistics, our curriculum is built on a foundation of strategic business acumen. We emphasize the development of sustainable and profitable business models, teaching participants not just how to run an arena, but how to build an enduring brand and a thriving commercial ecosystem around it. The course integrates academic rigor, referencing foundational work in the field, with an intensely practical approach grounded in current, real-world case studies from around the globe. A key differentiator is our focus on future-proofing, with dedicated modules on emerging technologies, evolving fan behaviors, and new monetization strategies. Participants will learn to anticipate market shifts rather than just react to them. The interactive methodology, centered on collaborative problem-solving and simulations, ensures that learning is an active process, creating a deeply engaging experience that fosters critical thinking and prepares leaders to innovate and excel in the competitive e-sports landscape.